

IN THE SPECIFICATION

[0028] When the central site receives the registration ~~from~~ form, it enters the player information using the management module, step 414. In particular, the user enters the information from the form into appropriate fields displayed on the device 130. The program then prompts the user for the barcode on the registration form. The user scans the barcode on the form using wand 136, thereby matching the fob to the user's account. Any play that has been recorded for the player while using the fob before the player information was entered (i.e., anonymously tracked play) at the central site will be associated with the new account and the player will now be able to redeem player points for cash at any game that is connected to the central site (i.e., the recorded play is no longer anonymous).

[0029] As soon as the player receives the fob at the remote site, the player can begin to use it for accumulating points even though all of his/her specific information has not yet been entered in the database at the central site (i.e., the player may accumulate points and be tracked anonymously). Referring to Fig. 5, to do so, the "enroll" button on a machine is pressed, step 502. A message is displayed on the display indicating that the bar host needs to swipe his/her fob: "New member enrollment... Waiting for Bar Host." An employee at the remote site will then swipe an "employee fob" across the reader, step 504. A message is then displayed in one embodiment indicating that the player should swipe his/her fob: "Your bar host is 'Debbie'... Please scan your new fob." The player then swipes his/her new fob across the reader, step 506. The player will then be prompted on the display to enter a PIN, at which point the player enters a PIN using the keypad 118, step 508. The player will be prompted to re-enter the PIN for verification, step 510. If the entered and re-entered PINs do not match, step 512, the player is

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prompted to enter and re-enter his/her PIN again. If the entered and re-entered PINs match, the player has been successfully enrolled, step 514. The player is now ready to accumulate points although the player will not be eligible, in some embodiments, to cash out the points until the player information is entered at the central site. In some embodiments, if at any time during the enrollment process there is more than a 30 second pause between actions, the enrollment process will be discontinued. In some embodiments, if the player or the employee wish to discontinue the process, the “enroll” key is pressed again to stop the process.